

**TIGER**

**ELECTRONIC LCD GAME**

MODEL 7-631

**TALKING**



MTV'S  
BEAVIS AND BUTT-HEAD™  
THIS GAME RULES!!!



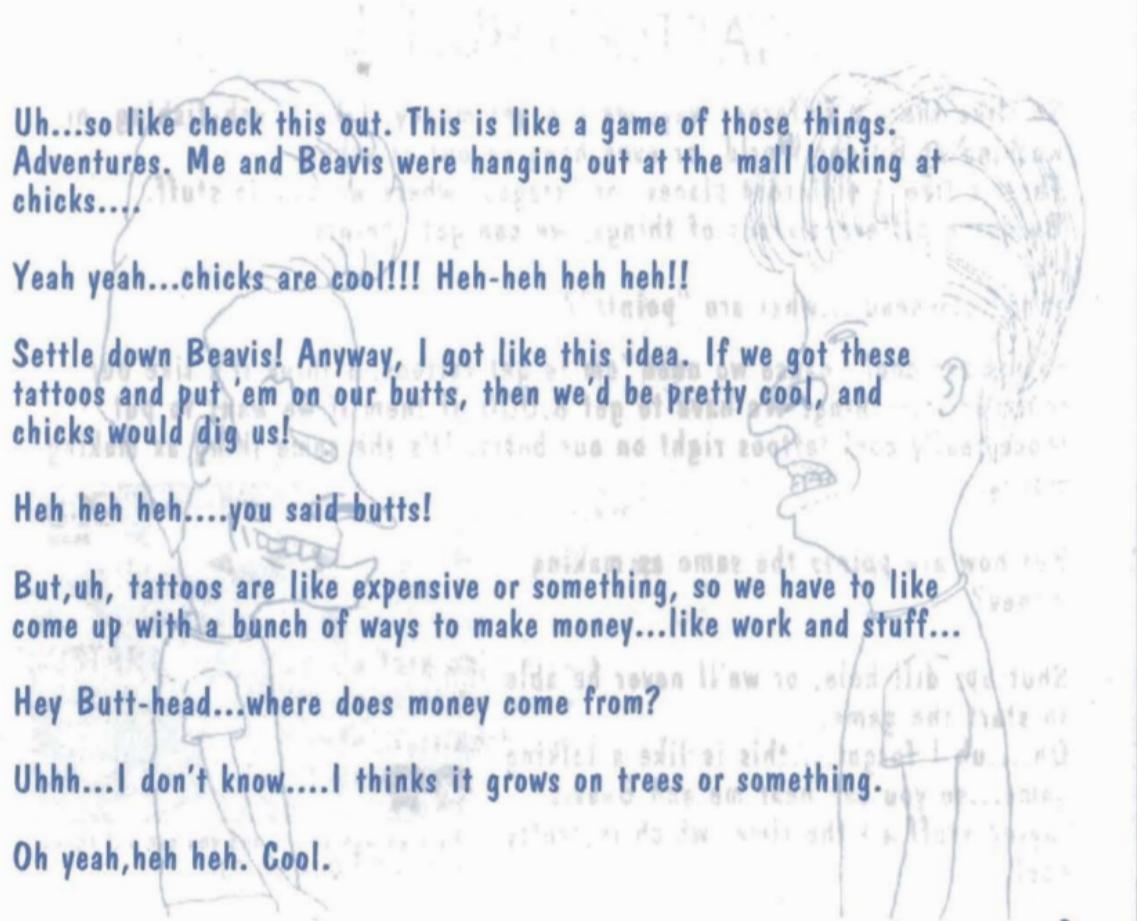
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# G A M E S T O R Y

TEEN ROOM

Beavis and Butt-head are not role models. They're not even human. They're cartoons.

Some of the things they do would cause a real person to get hurt, expelled, arrested or possibly deported. In other words, don't try this at home.



Uh...so like check this out. This is like a game of those things. Adventures. Me and Beavis were hanging out at the mall looking at chicks....

Yeah yeah...chicks are cool!!! Heh-heh heh heh!!

Settle down Beavis! Anyway, I got like this idea. If we got these tattoos and put 'em on our butts, then we'd be pretty cool, and chicks would dig us!

Heh heh heh....you said butts!

But,uh, tattoos are like expensive or something, so we have to like come up with a bunch of ways to make money...like work and stuff...

Hey Butt-head...where does money come from?

Uhhh...I don't know....I thinks it grows on trees or something.

Oh yeah,heh heh. Cool.

# G A M E S T O R Y

# TATTOOS RULE!

So, like there's different ways we can get money. Like Couch-fishing, or working at Burger World, or even hanging out at school. There's like 4 different places, or "stages" where we can do stuff. By doing different kinds of things, we can get "points".

Hey Butt-head....what are "points"?

Points are cool, 'cause we need 'em to get tattoos. I think it's like our score or something. We have to get 8,000 of them if we want to put those really cool tattoos right on our butts. It's the same thing as making money.

But how are points the same as making money?

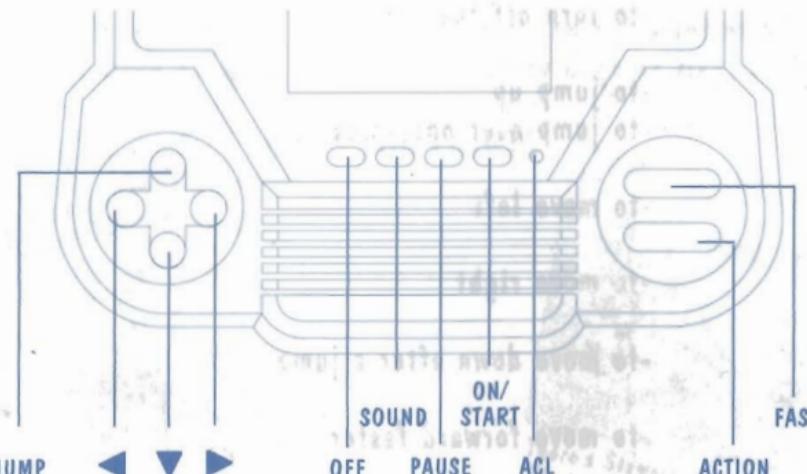
Shut up, dill-hole, or we'll never be able to start the game.

Oh....uh I forgot....this is like a talking game...so you can hear me and Beavis saying stuff all the time, which is pretty cool.



Earn enough points and you can put these tattoos ON OUR BUTTS!

# Dah-dah-dant-dah-dah....



ON/START

- to turn on the unit
- to start the game
- to start each stage
- to exit pause

PAUSE

- to pause the game

# HOW TO PLAY

## SOUND

-to toggle the sound: on/off

## OFF

-to turn off the unit



-to jump up

-to jump over obstacles

-to move left

-to move right

-to move down after a jump

-to move forward faster

## FAST

## ACTION

-to throw out a line for couch-fishing (STAGE 1)

-to catch insects/mice/frogs (STAGE 2)

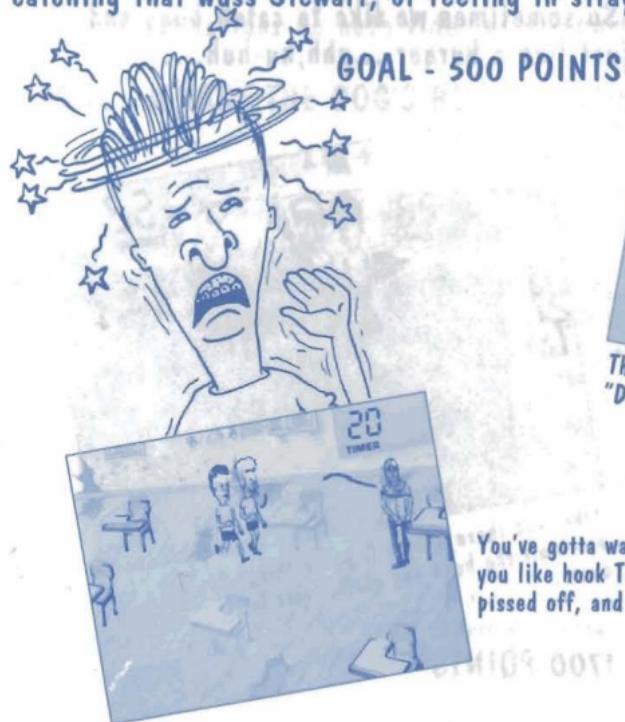
-to chase the dog (STAGE 3)

-to "bean" classmates,etc. (STAGE 4)



## COUCH FISHING'S COOL... HEH HEH HEH!

This is a really cool way to make money. You can get a lot of points by catching that wuss Stewart, or reeling in stray dogs or like, whatever.



There's Stewart. Let's use "Dork Chow" for bait.

You've gotta watch it, though, 'cause if you like hook Todd, he'll be pretty pissed off, and he'll kick your butt.

STAGE 1

## DO YOU WANT FLIES WITH THAT?

We've got these crappy jobs at Burger World, where we gotta like serve you better, which really sucks. So sometimes we like to catch bugs and mice and stuff, and fry it up, just like a burger....uhh,hu-huh....

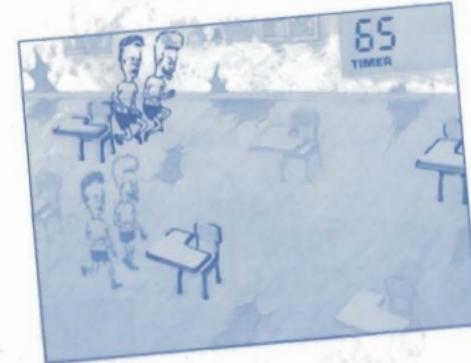


GOAL - 1700 POINTS

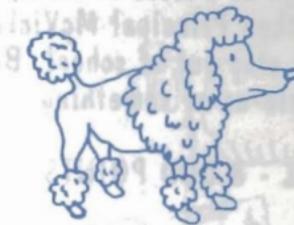
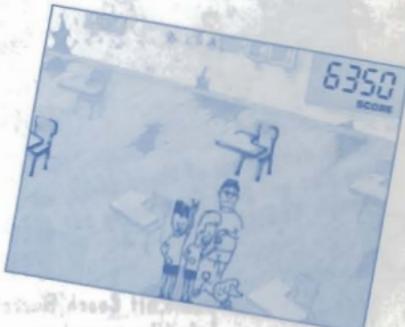
## THERE GOES THE NEIGHBORHOOD...

Our neighbor Mr. Anderson has this stupid mutt that keeps running away. That's cool, 'cause Anderson will pay us for bringing his dog back. We'll be able to get tattoos on both sides of our butts!

GOAL - WHACK THE DOG'S BUTT 20 TIMES



This rules! Anderson's loaded with dough!



## SCHOOL SUCKS!

We're supposed to be paying attention in school, but we still want to get those tattoos, so Beavis came up with this idea. If we can like make enough of a mess in class, and piss people off, then Principal McVicker will like PAY us to stay out of school. Beavis is like a genie-us or something.

GOAL - 8,000 POINTS



Don't hit Coach Buzzcut though... he's like mental or something.



YES!!!

Relax, dude...it's not that kind of scoring...this is like for those "points" things that can get us tattoos.

Oh yeah....heh heh....

Also we've gotta like have enough points or something if we wanna see the whole game and stuff.

Heh, heh...you said whole.....

STAGE 1

- DOG
- STEWART
- OLD LADY
- TODD

20 POINTS  
50 POINTS  
100 POINTS  
-50 POINTS

STAGE 2

- INSECT
- FROG
- MOUSE
- FOOD DELIVERY

30 POINTS  
50 POINTS  
100 POINTS  
200 POINTS



# SCORING 6

## STAGE 3

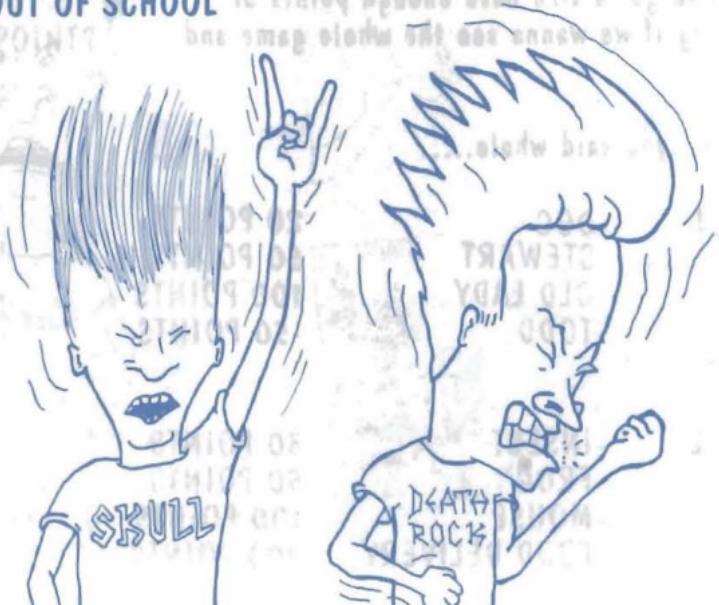
- CHASING THE DOG
- RETURNING THE DOG

100 POINTS  
1000 POINTS

## STAGE 4

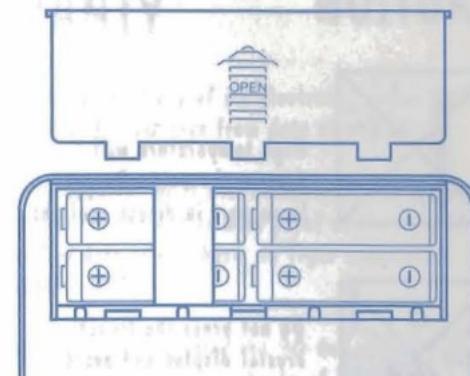
- CLASSMATE
- COACH BUZZCUT
- EARL
- GETTING KICKED OUT OF SCHOOL

100 POINTS  
-100 POINTS  
-100 POINTS  
1000 POINTS



# INSERTING THE BATTERIES

To insert the batteries, remove the battery compartment cover at the back of the game. (To remove cover, push in direction of the arrow.) Insert four "AA" batteries, UM-3 or equivalent (not included), making sure to align "+" and "-" as shown.



After battery insertion, the ACL switch may be pushed only if the game doesn't work properly. (Use a ball-point pen.) The display should appear as shown in the diagram below.



# BATTERIES

## CAUTION



High temperature will destroy the unit. Do not leave unit in direct sunlight.



Do not press the liquid crystal display and avoid heavy shock or the display may fail.

Replace batteries at the first sign of erratic operation.

## DEFECT OR DAMAGE

If a part of your game is damaged or something has been left out, DO NOT RETURN THE GAME TO THE STORE. The store doesn't have replacement parts. Instead, write to us at:

**TIGER ELECTRONIC TOYS REPAIR CENTER**

980 Woodlands Parkway, Vernon Hills, Illinois 60061, U.S.A.

In your note, mention the name of your game, the game's model number, and tell us briefly what is the problem. Also include sales slip, date and place of purchase and price paid. We will do our best to help.



Do not use a pencil or pin to press the ACL switch. Use a ball-point pen.



Clean only with a piece of soft dry cloth.

## 90 - DAY LIMITED WARRANTY

Tiger Electronic Toys warrants to the original consumer purchaser of any of its electronic games that the product will be free of defects in material or workmanship for 90 days from date of purchase.

During this 90-day warranty period the game will either be repaired or it will be replaced (at our option) without charge to the purchaser, when returned either to the dealer with proof of the date of purchase, or when returned prepaid and insured with proof of date of purchase, to Tiger Electronic Toys, 980 Woodlands Parkway, Vernon Hills, Illinois 60061, USA.

Units returned without proof of the date of purchase, or units returned after the 90-day warranty period has expired, will be repaired or replaced (at our option) for a service charge of US\$12.00. Payment must be made by check or money order. This non-warranty service will only be available for one year from the date of purchase. All non-warranty units must be returned postage paid and insured to **TIGER ELECTRONIC TOYS, REPAIR CENTER, 980 WOODLANDS PARKWAY, VERNON HILLS, ILLINOIS 60061, USA.**

Tiger Electronic Toys will not be liable for loss of use of the product or other incidental or consequential costs, expenses, or damages incurred by the purchaser. Any implied warranties are limited in duration to the 90-day period from the original date of purchase.

This warranty gives you specific legal rights and you may also have other rights which vary from state to state so the foregoing limitations may not apply to you. This warranty does not cover damage resulting from accident, unreasonable use, negligence, improper service or other causes not arising out of defects in material or workmanship.

# WARRANTY

HOW TO GET SERVICE FROM THE TIGER ELECTRONIC TOYS REPAIR CENTER ON YOUR ELECTRONIC GAME DURING AND AFTER THE 90-DAY WARRANTY PERIOD. During the 90-day warranty period, you may have a defective game replaced at the dealer from which it was purchased. If, however, during the 90-day warranty period, you choose to obtain repair or replacement from the Tiger Electronic Toys Repair Center, please make the arrangements described below:

- 1) Pack the game carefully in the original box. If the game box is not available, use a good carton with plenty of newspaper, foam or other padding all around and tie it securely.
- 2) Carefully print on the box or carton the following name and address

**TIGER ELECTRONIC TOYS,  
REPAIR CENTER**

**980 Woodlands Parkway,  
Vernon Hills, Illinois 60061, USA.**

Also, don't forget to show your return address.

- 3) Put parcel post stamps on the package; insure the package, then mail.

After the 90-day warranty period and up to one year from the date of purchase, do all of the above PLUS enclose your check or money order for US\$12.00 payment for the repair service.

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